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Set     Items    Description
S1    11974904   STATE? ? OR STATUS OR CONDITION? ?
S2     245428    S1(5N)(COMPUTER? ? OR PROCESS?R? ? OR MICROCOMPUT? OR MICR-
                 OPROCESS? OR SLAVE? ? OR NODE? ? OR THREAD? ? OR DEVICE? ? OR
                 UNIT OR UNITS OR STATION? ? OR TERMINAL? ? OR CLIENT? ? OR LI-
                 NK? ?)
S3     560997    SCHEDUL???
S4      10341    S3(5N)(MASTER? ? OR CONTROLLER? ? OR CONTROLER? ? OR COORD-
                 INAT?R? ? OR CO()ORDINAT?R? ? OR SERVER? ? OR BROKER? ? OR HUB
                 OR ADMINISTRATOR? ?)
S5      20765    SCHEDULER? ?
S6      15002    (PRINCIPAL OR LEADER OR LEAD OR CHIEF OR ALPHA OR PARENT OR
                 PRIMARY OR MAIN OR CENTRAL)(1W)(COMPUTER? ? OR PROCESS?R? ? -
                 OR MICROCOMPUT? OR MICROPROCESS?)
S7        49     S3(5N) S6
S8       30182   UPLOAD? OR DOWNLOAD? OR (UP OR DOWN)()LOAD???
S9     10460883  DELIVER? OR DISTRIBUT? OR PROVIDE OR PROVIDES OR PROVIDED -
                 OR PROVIDING OR PROVISION? ?
S10    1436957   IMPORT? ? OR IMPORTED OR IMPORTING OR IMPORTATION? OR ACQU-
                 ISITION? ? OR ACQUIRE???
S11    5388107   TRANSFER??? OR TRANSFERR? ? OR SEND??? OR SENT OR TRANSMIS-
                 SION? ? OR TRANSMIT? OR RETRIEV???
S12    1324537   S8:S11(5N)(DATA OR OBJECT? ? OR CONTENT? ? OR AUDIODATA OR
                 VIDEODATA OR IMAGEDATA OR MEDIADATA OR TEXTDATA OR MEDIA OR M-
                 ULTIMEDIA OR VIDEO?)
S13     35699    S8:S11(5N)(FILE? ? OR DATAFILE? ? OR COMPUTERFILE? OR AUDI-
                 OFILE? OR VIDEOFILE? OR IMAGEFILE? OR MEDIAFILE? OR TEXTFILE?
                 OR MUSICFILE?)
S14     46113    BETWEEN(1W)(SLAVE? ? OR NODE? ? OR THREAD? ? OR DEVICE? ? -
                 OR UNIT OR UNITS OR STATION? ? OR TERMINAL? ? OR CLIENT? ? OR
                 LINK? ?)
S15     84745    (ANOTHER OR DIFFERENT OR SECOND? OR 2ND OR THIRD OR 3RD OR
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                 OTHER)(1W(SLAVE? ? OR NODE? ? OR THREAD? ? OR DEVICE? ? OR U-
                 NIT OR UNITS OR STATION? ? OR TERMINAL? ? OR CLIENT? ? OR LIN-
                 K? ?)
S16      383445    REDIRECT? OR RE()DIRECT??? OR REFER?? OR REFERING OR REFER-
                 RING OR REFERRED
S17       1289    S16(5N)(S5:S6 OR MASTER? ? OR CONTROLLER? ? OR CONTROLER? ?
                 OR CCORDINAT?R? ? OR CO()ORDINAT?R? ? OR SERVER? ? OR BROKER?
                 ? OR HUB OR ADMINISTRATOR? ?)
S18         25    S2 AND S17
S19          2    S18 AND S3
S20        867    S2 AND (S3(10N)S8:S11)
S21         78    S20 AND S14:S15
S22          1    S21 AND (S4:S5 OR S7)
S23          3    S19 OR S22
S24          3    RD  (unique items)
? t24/7/1-2
```

 24/7/1   (Item 1 from file: 2)

10562911
 Title: Bluetooth network - the ad hoc network concept
  Author(s): Suri, P. R.; Rani, S.
  Author Affiliation: Dept. of Comput. Sci. & Applications, Kurukshetra
Univ., Haryana, India
  Conference Title: Proceedings. IEEE SoutheastCon 2007 (IEEE Cat.
No.07CH37882)   p.1 pp.
  Conference Title: Proceedings. IEEE SoutheastCon 2007
  Conference Date: 22-25 March 2007   Conference Location: Richmond, VA,
USA
  Language: English   Document Type: Conference Paper (PA)
  Treatment: Practical (P)
  Abstract: Ad hoc network is often local area network or other small area
network formed by wireless devices. In Latin, ad hoc literally means "for
this," further meaning "for this purpose only," and thus usually temporary.
The area of ad hoc networking has gathered much research interests in the
past years. Bluetooth is one of the technologies that can be used for ad
hoc networking. The original idea of Bluetooth concept was that of cable
replacement between portable and/or fixed electronic device. According to
the specification, when two Bluetooth devices come into each other's
communication range, one of them assumes the role of master of the
communication and the other becomes the slave. This simple "one hop"
network is called a piconet, and may include up to seven active slaves
connected to one master. As a matter of fact, there is no limit on the
maximum number of slaves connected to one master but only seven of them can
be active at time, others have to be in so called parked state . The
master **unit** of a piconet controls the traffic within the piconet by means
of polling the slaves according to any preferred algorithm e.g. Round
Robin, which determines how the bandwidth capacity will be distributed
among the slave units. The polling of slaves within a piconet results in
scheduling of the slaves in the **master** unit, which is **referred** to as
intra-piconet **scheduling** . In this paper the usage of Bluetooth ad hoc
networking in communication is elaborated. Instead of large-scale networks,
small-scale personal area networks are emerging in response to the
introduction of short-range radio technologies that is Bluetooth. (0 Refs)
  Subfile: B C

05602165   INSPEC Abstract Number: B9403-6150M-031, C9403-5640-032
 Title: End-to-end performance control for distributed real-time systems
   Author(s): Sholl, H.A.; Pia, P.J.
   Author Affiliation: Connecticut Univ., Storrs, CT, USA
   Conference Title: Proceeding of the Twenty-Sixth Hawaii International
Conference on System Sciences (Cat. No.93TH0501-7)   p.463-72 vol.2
   Editor(s): Mudge, T.N.; Mlutinovic, V.; Hunter, L.
   Publisher: IEEE, Los Alamitos, CA, USA
   Publication   Date: 1993 Country   of   Publication: USA   4 vol.
(xvi+895+xiv+691+xii+654+xv+889) pp.
   ISBN: 0 8186 3230 5
   U.S. Copyright Clearance Center Code: 0-8186-1060-3425/93/$03.00
   Conference Sponsor: ACM; IEEE
   Conference Date: 5-8 Jan. 1993   Conference Location: Wailea, HI, USA
   Language: English   Document Type: Conference Paper (PA)
   Treatment: Practical (P)
   Abstract: A best effort scheduling algorithm is used to reduce the
probability of exceeding a deadline-related target time for each job class
allocated to a **distributed** real-time system. A dynamic **scheduler** is
used as a point of control on each node of a pipeline-structured
distributed system. The authors contrast a local clustering **scheduling**
algorithm which attempts to meet end-to-end timing requirements in
isolation to a global clustering scheduling algorithm which attempts to
meet end-to-end timing requirements by utilizing information about the
state of **other** **nodes** in a job's execution path. The approach
incorporates both job-class-based loss functions and feedback of remaining
time estimates. A simulation study has shown that the global algorithm can
provide an even distribution of processing power over all nodes and job
classes while maintaining system stability. (24 Refs)
   Subfile: B C